

WHAT IS CLAIMED IS:

- 1           1. A method for interacting with a user comprising:  
2           receiving from the user a captured sample of an experiential environment;  
3           and  
4           triggering a predetermined event in response to the captured sample.
- 1           2. The method according to claim 1, further comprising determining from  
2           the signal a characteristic of the captured sample and triggering a predetermined  
3           event in response to the determined characteristic.
- 1           3. The method according to claim 1, wherein the predetermined event  
2           includes a transaction.
- 1           4. The method according to claim 3, wherein the transaction includes sales  
2           and purchase of merchandise.
- 1           5. The method according to claim 3, wherein the transaction includes an  
2           offer for sale of merchandise.
- 1           6. The method according to claim 5, wherein the offer for sale of  
2           merchandise includes an offer to sell recordings of music.

1           7. The method according to claim 6, wherein the recording is related to a  
2   characteristic of the captured sample.

1           8. The method according to claim 3, wherein the transaction includes  
2   furnishing and receiving information.

1           9. The method according to claim 3, wherein the transaction includes  
2   delivery of advertising or promotional offers.

1           10. The method according to claim 9, wherein the promotional offers  
2   include trial offers.

1           11. The method according to claim 9, wherein the promotional offers  
2   include offers to sell merchandise or services at discounted prices.

1           12. The method according to claim 3, wherein the transaction includes an  
2   exchange of information between a sales source and the user attendant to a sale of  
3   merchandise or services to the user.

1           13. The method according to claim 5, wherein the offer is selected in  
2   response to a profile of the user.

1           14. The method according to claim 5, wherein the offer is selected in  
2 response to history of transactions completed with the user.

1           15. The method according to claim 1, wherein the predetermined event  
2 includes a communication event.

1           16. The method according to claim 1, wherein the predetermined event  
2 includes an entertainment event.

1           17. The method according to claim 1, wherein the predetermined event  
2 includes a surveillance or monitoring event.

1           18. The method according to claim 1, wherein the predetermined event  
2 includes a human ability enhancement event.

1           19. The method according to claim 1, wherein the predetermined event  
2 includes an execution of tasks or instructions event.

1           20. The method according to claim 1, wherein the predetermined event  
2 includes a delivery of information event.

1           21. The method according to claim 1, wherein the predetermined event  
2 includes a delivery of services event.

1           22. The method according to claim 1, wherein the predetermined event  
2 includes a control event.

1           23. The method according to claim 1, wherein the predetermined event  
2 includes a combination of communication events and control events.

1           24. The method according to claim 5, wherein the predetermined event  
2 includes an entertainment event.

1           25. A method for interacting with a user, comprising:  
2           providing a user with an ability to capture a sample of an experiential  
3 environment; and  
4           delivering said sample to an interactive service to trigger one or more  
5 predetermined events.

1           26. The method according to claim 25, wherein the predetermined event  
2 includes a communication event.

1           27. The method according to claim 25, wherein the predetermined event  
2 includes a surveillance event.

1           28. A method for interacting with a user, comprising:  
2           capturing a sample of an experiential environment; and  
3           triggering one or more predetermined events at an interactive service upon  
4           receipt of said sample.

1           29. The method according to claim 28, wherein the one or more  
2           predetermined events includes at least a communication event.

1           30. The method according to claim 28, wherein the one or more  
2           predetermined events includes at least a surveillance event.

1           31. A method for receiving instructions from a user in an interactive  
2           service, comprising:  
3           receiving a sample of an experiential environment from the user; and  
4           triggering one or more predetermined events in the interactive service upon  
5           receipt of said sample.

1           32. The method according to claim 31, wherein the one or more  
2           predetermined events includes at least a communication event.

1           33. The method according to claim 31, wherein the one or more  
2           predetermined events includes at least a surveillance event.

1           34. A method for interacting with an interactive service comprising:  
2           sampling an experiential environment; and  
3           forwarding the sample to an interactive service to trigger one or more  
4           predetermined events.

1           35. The method according to claim 34, wherein the one or more  
2           predetermined events includes at least a communication event.

1           36. The method according to claim 34, wherein the one or more  
2           predetermined events includes at least a surveillance event.

1           37. The method according to claim 34, further comprising deriving  
2           information from the sample.

1           38. The method according to claim 37, further comprising combining  
2           information derived from the sample with information known about the user to  
3           trigger the one or more predetermined events.

1           39. The method according to claim 38, wherein the one or more  
2           predetermined events includes one or more of the following: delivery of  
3           information and/or services to the user, execution of tasks and/or instructions by the  
4           service on the user's behalf, a communication event, a surveillance event and one or  
5           more control-oriented events that are responsive to the user's wishes.

1           40. The method according to claim 39, wherein the triggered events also  
2 include one or more of the following: transaction-oriented events, entertainment  
3 events, and events associated with enhancements to human ability or function.

1           41. A method for triggering an information delivery event to a user,  
2 comprising:  
3 accessing an interactive service;  
4 capturing a sample of an audio signal to which a user is listening;  
5 identifying a song included in the audio signal; and  
6 delivering lyric information to the user upon identifying the song.

1           42. The method according to claim 41, wherein the delivery of lyric  
2 information occurs in real-time so that the user can read the lyrics and sing along  
3 with the song.

1           43. The method according to claim 42, wherein the lyric data is transmitted  
2 in near synchronism to the song.

1           44. The method according to claim 43, wherein the user further interacts  
2 with the service via a graphical user interface.

1           45. The method according to claim 43, wherein the user accesses the  
2     interactive service by dialing a predetermined telephone number and interacts with  
3     the interactive service via touch tones on the telephone handset.

1           46. A system for interacting with a user comprising:  
2           a capture device to capture a sample of an experiential environment;  
3           a user input/identification device to identify the user;  
4           a database to store data representative of potential samples;  
5           a recognition engine to process the sample of the experiential environment  
6     in combination with the stored data in the database to identify the sample;  
7           a user profile storage device to store information regarding one or more  
8     users of the system; and  
9           a transaction engine initiating a transaction with the user based on the  
10    identified sample and identification of the user and stored information regarding the  
11    identified user.

1           47. The system according to claim 46, wherein the transaction includes at  
2     least a communication event.

1           48. The system according to claim 46, wherein the transaction includes at  
2     least a surveillance event.



1           49. A method for interacting with a user to trigger a transaction with the  
2 user comprising:

3           capturing an image of an advertisement; and

4           forwarding the captured image to a predetermined web site.

1           50. The method according to claim 49, further comprising:

2           identifying the captured image; and

3           engaging in a transaction with the user based on the identified sample.

1           51. The method according to claim 50, wherein the transaction includes at

2 least a communication event.

1           52. The method according to claim 50, wherein the transaction includes at

2 least a surveillance event.

1           53. The method according to claim 49, wherein the advertisement is

2 disposed in one or more of the following: a newspaper, a magazine, a billboard, a

3 sign, a poster, a printed publication.

1           54. A method for enhancing human abilities of a user comprising:

2           capturing a sample of an experiential environment of the user;

3           forwarding the captured sample to an interactive service; and

4           triggering an enhancement event based on the captured sample.

1           55. A method for interacting with a user comprising:  
2           receiving a captured sample of an experiential event from a user;  
3           triggering a transactional event with the user based on a characteristic of the  
4           captured sample.

1           56. The method according to claim 55, wherein the transactional event  
2           includes storing the captured sample.

1           57. The method according to claim 56, wherein the transactional event  
2           includes sorting the captured sample based on a dominant characteristic inherent in  
3           the captured sample.

1           58. A method for remote sensing comprising:  
2           accessing a remote sensing service;  
3           sampling the audio environment in the location; and  
4           triggering an event based on a characteristic in the sampled audio  
5           environment.

1           59. The method according to claim 58, wherein the accessing includes  
2           accessing a remote sensing service by dialing a predetermined telephone number.

1           60. The method according to claim 58, wherein the sampling includes  
2 leaving the telephone handset off hook in a location in which the user wishes to  
3 remotely sense activity.

1           61. A method for remotely sensing an environment of a user;  
2 capturing a sample of an experiential environment; and  
3 using the sample to trigger an event to provide assistance to the user.

1           62. The method according to claim 61, wherein the sample includes a video  
2 image and the assistance includes identifying a person in the image.

1           63. A method for paying bills comprising:  
2 scanning a bill;  
3 forwarding the scanned bill to a bill payment service; and  
4 paying the bill by the bill payment service upon receiving the scanned bill in  
5 combination with user profile data.

1           64. The method according to claim 63, wherein paying the bill includes  
2 debiting the user's bank account.

1           65. A method for interacting with a user comprising:  
2           sampling an audio component of a broadcast signal;  
3           forwarding the sampled audio component to a service provider;  
4           identifying one or more corporations in the sampled audio component; and  
5           engaging in a transaction with the user involving the one or more  
6           corporations.

1           66. The method according to claim 65, wherein the transaction includes  
2           forwarding information to the user regarding the one or more corporations.

1           67. The method according to claim 65, wherein the transaction includes  
2           trading securities of the one or more corporations based on user profile data and  
3           information characteristics derived from the audio sample.

1           68. A method for interacting with a user comprising:  
2           receiving a sample of an experiential event; and  
3           initiating one or more control events in response to said sampled  
4           experiential event.

1           69. A method for finding suitable employers comprising:  
2           capturing images from a plurality of web sites of a plurality of potential  
3 employers;  
4           uploading the images to a processor;  
5           deriving one or more characteristics from the captured images; and  
6           sorting a database of the plurality of potential employers in accordance with  
7 the derived characteristics.

1           70. A portable apparatus for interacting with a user comprising:  
2           a capture device to capture a sample of an experiential environment;  
3           a database to store data representative of potential samples; and  
4           a processor to process the sample of the experiential environment in  
5 combination with the stored data in the database to identify the sample and to  
6 initiate a transaction with the user based on the identified sample and identification  
7 of the user and stored information regarding the identified user.

1           71. The portable apparatus according to claim 70, further comprising a user  
2 input/identification device to identify the user.

1           72. The portable apparatus according to claim 70, wherein the portable  
2 apparatus comprises a portable computing device.

74. A portable apparatus for interacting with a user comprising:

- a capture device to capture a sample of an experiential environment;
- a communication device to communicate with an interactive service; and
- a processor to process the sample of the experiential environment and forward a processed version of the sample to the interactive service via the communication device to identify the sample and to initiate a transaction with the interactive service for the user based on the identified sample and identification of the user and stored information regarding the identified user.

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